

WELCOME TO IMPASSABLE

This represents the humble beginnings of Impassable, a gamezine of Chapel Hill Publications, which is owned and operated by none other than John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 219-1343.

We sincerely hope that all players, and subscribers and traders will get as much pleasure from Impassable as we will. Many special events are planned. An extra page will be added for such events as the 10th game, Christmas, 1st birthday, etc. The format of this new gamezine is not yet decided, but will hopefully settle on some style before long. Any suggestions on methods, contents, style, etc. will be appreciated...after all, this zine is for you...the players, subbers, and the traders.

GAME OF ANONYMITY

Progress has been made on this game. Seven players have been found for this game as well as two anonymous stand-bys. Rules are those of the 1971 Edition of the Rules of Diplomacy as published by Games Research, Inc., 48 Wareham Street, Boston, MA 02118. House Rules are also the same for this game except for black propaganda. In this game, propaganda will be "white." That is, all bylines must indicate their authors either with the name of their country, or of any geographical areas under control of that country for that season. Remember, bylines which can not be used will result in that attached propaganda not being used. No names, of course, are allowed. Everyone should have their copy of the variant rules for the country bylines and the several restrictions, and there should be no further questions at this stage of the game.

Without knowing the name or address of any of the other players, all are forced to conduct diplomacy in the open through the propaganda columns.

The anonymous stand-bys have been given free subs for the length of this game-- sorry fellas, but these stand-bys have signed up for regular games and thus are not really getting too many free issues. But, don't forget that these two stand-bys are helping your game.

(cont. next col.)

These stand-bys have been given a code letter for identification in this zine. One has been notified that he is Stand-by "A" and the other has been told he is "B"...so, all is well and they are ready to fill in should the event occur when a player has missed his moves.

This game, therefore, is ready to start, and the deadline for Winter, 1900 has been set on March 29, 1972 at noon. Remember that no late moves, or any propaganda will be accepted for any reason. So, get them in on time, please! For the time being, make sure that you get your propaganda in on time for the Winter, 1900 deadline. Good Luck!

MORE GAMES

Efforts have been made to start other games. In the works, is an orphan game from Rod Walker. Other than this and the game of anonymity, the rest of the games will be regular. Announcements have been sent out to various gamesmasters and the Games Bureau Info Sheet. Sooner or later, people are bound to give up in despair and free themselves from any voluntary limits on the number of games and head like the lemmings to the rocky shores of Impassable. So, stay tuned to this little zine and watch it grow a couple of more new games. Needless to say, openings are still available at \$5 per game. Don't forget to get a free copy of the Game Application Form. You must fill this out in order to have your money taken. Other than this, it is first come, first served to the quickest lemmings!

MANY THANKS TO.....

Along the way, I have been helped by many people on many things such as ideas, methods, and information on how to run a gamezine. But, I want to give special thanks to three people: Don Miller, he was my "first contact" in Diplomacy and answered untiringly all of my many, many questions; Rod Walker, he has helped me on some questions about gamesmastering and is now helping me in getting an orphaned game; and Pete Weber, he has also given me help in rules, and in encouraging me to stick

(cont. col. 1 next pg.)

my neck out with this gamezine.

Special thanks goes to each of these very fine gentlemen. Still, I have also benefited from many other people just by reading and studying their zines. In this aspect, I have copied, borrowed and asked my way through many difficulties and some problems in starting my own gamezine, the Impassable.

### THE ACTUAL HISTORY

Starting a zine is a little money \$\$\$\$ project, and mine was no cheaper than any of the others. The idea of a gamezine took a hold of me way back in June, 1971. Ever since then, I have planned a gamezine with the goal of an issue by early Spring, 1972. Thus, with this issue, I have fulfilled my plans.

Money was no problem as I have been saving bits here and there and finally used my tax refund to finance a mimeo machine. Now, I am ready and I hope that the world is ready for me and my little gamezine, heh, heh.

Where did I get the name? Well, you remember me telling you about Don Miller? It seems that I have a game with him in which the byline of Impassable has become a trademark...something like the famous "platypuss" of another Miller game. Thus, that is where the name was spawned (See Diplophobia #87, Game QIC). Also, it seemed that I needed more paper space to write my crap, and presto! Impassable was finally born in a violent birth of creativity and anguish. Anguish? After you break a bottle to christen a gamezine, you better had wished you didn't break it over a living room rug!

### ET CETERA.....

Besides the games, Impassable will try to include interesting articles on various subjects related to Diplomacy (copyright, Games Research, Inc.), and to games in general. This zine will be open to any letters and articles from the readers. The only requirements being that it is in good taste or creative in content. The policy of Chapel Hill Publications, of which Impassable is an offspring, is that copies will be sent to all those involved with the games, those who subscribe or trade, and to those who have contributed or have been mentioned in some way in this gamezine.

Don't forget: Winter, 1900 deadline is on March 29, 1972 at noon. Mail your propaganda in on time--better yet, mail it early and avoid any problems due to mail delays.

This is number 1 and dated March 11, 1972 (the year of the Rat). By next issue, we will have the actual start of this gamezine's first game. Maybe we might be able to announce the addition of another game.....we'll see. It is hoped that this zine will be coming out tri-weekly, but it is possible that on a vote I may change it to a more leisurely monthly schedule, if the players so desire. Thus, barring the end of the world, or any other such good excuses, this zine will come out again from its hiding to shock the world to its senses three weeks from today's issue.

### FILLER

Without games to report and without any good articles on hand, I hereby submit the following puzzles for your entertainment. The answers will be in the next issue.  
P1. A farmer surrounded his square melon patch with a ditch 10 feet wide by 20 feet deep. He filled this ditch with water and considered the patch well guarded from thieves. However, with only two 9½-foot planks, thieves bridged the ditch and stole the melons. How was this done?  
P2. An Arab sheik ordered his men to pitch his square tent within four trees which formed the corners of a square. When the sheik saw that the tent was too small, he told the men to pitch another square tent with twice the floor space of the original tent within the same four trees. How was this feat accomplished?

"To be born to create, to love, to win at games is to be born to live in time of peace. But war teaches us to lose everything and become what we were not. It all becomes a question of style." --Camus

### SOME FINAL WORDS

Seeing that I have some more space to fill, I will mention several more items. First, subscriptions are not yet available for Impassable. The availability of subs will be announced after this zine fills a few more pages. Meanwhile, trades are welcomed upon agreement.

Secondly, it is possible that a seven-game, seven-men round robin will be tried. However, this will be done only if there is any demand and is feasible for this publisher. Game fee for the seven games will probably be about \$13, and be carried in another gamezine.